

题目要求：

本次学习的语法是选择语句和循环语句，需要注意的是本次使用的语法做了一些改进，不是纯粹的 python2 语法。

需要结合上次课四则运算的解析程序

(1) 示例程序位于 example3/

(2) 需要进行解析的文件为 binary\_search.py 和 select\_sort.py，分别对应二分查找和选择排序。

(3) 需要完成以下内容的解析

- if
- while
- for

(4) 解析结果以语法树的形式呈现

binary\_search.py 文件内容如下：

```
a=[1,2,3,4,5,6,7,8,9,10]

key=3

n=len(a)

begin=0
end=n-1

while(begin<=end){
    mid=(begin+end)//2
    if(a[mid]>key){
        end=mid-1
    }
    elif(a[mid]<key){
        begin=mid+1
    }
    else{
        break
    }
}
print(mid)
```

select\_sort.py 文件内容如下：

```
a=[1,2,4,3,6,5]

n=len(a)

for(i=0;i<n;i++){
    max_v=a[i]
    i_v=i

    for(j=i;j<n;j++){
        if(a[j]>max_v){
            max_v=a[j]
            i_v=j
        }
    }

    t=a[i]
    a[i]=a[i_v]
    a[i_v]=t
}

print(a)
```

程序说明：

1. 打开 main.py 文件，确保 source 中的所有代码在同一目录下
2. 确保已经安装了 PLY 库
3. 运行 main.py 文件
4. 对 binary\_search.py 和 select\_sort.py 文件中的程序段进行解析，结果以语法树的形式展现，并展示 print 的结果以及所有变量的最终值字典，解析结果如下图所示：

第一张图是 select\_sort.py 的运行结果，第二张是 binary\_search.py 的运行结果

```

=====以下是select_sort的程序源码=====
+ [PROGRAM]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENT]
+ [ASSIGNMENT]
+ a
+ =
+ i
+ i
+ [SENTENCE]
+ [WORD]
+ 1
+ ,
+ [SENTENCE]
+ [WORD]
+ 2
+ ,
+ [SENTENCE]
+ [WORD]
+ 4
+ ,
+ [SENTENCE]
+ [WORD]
+ 3
+ ,
+ [SENTENCE]
+ [WORD]
+ 0
+ ,
+ [SENTENCE]
+ [WORD]
+ 5
+ ]
+ [STATEMENT]
+ [OPERATION]
+ n
+ =
+ [EXPR]
+ [WORD]
+ [TERM]
+ [FACTOR]
+ a
+ ]
+ [STATEMENT]
+ [FOR]
+ [OPERATION]
+ 1
+ =
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ 0
+ [CONDITION]
+ 1
+ <
+ 0
+ [OPERATION]
+ 1
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENT]
+ [OPERATION]
+ max_v
+ =
+ [EXPR]
+ a
+ [
+ [FACTOR]
+ 1
+ ]
+ [STATEMENT]
+ [OPERATION]
+ 1_v
+ =
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ 1
+ [STATEMENT]
+ [FOR]
+ [OPERATION]
+ j
+ =
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ 1
+ [CONDITION]
+ j
+ <
+ n
+ [OPERATION]
+ j
+ [STATEMENTS]
+ [STATEMENT]
+ [IF]
+ [CONDITION]
+ a
+ [
+ [FACTOR]
+ j
+ ]
+ =
+ max_v
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENT]
+ [OPERATION]
+ max_v
+ =
+ [EXPR]
+ a
+ [
+ [FACTOR]
+ j
+ ]
+ [STATEMENT]
+ [OPERATION]
+ 1_v
+ =
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ j
+ [STATEMENT]
+ [OPERATION]
+ t
+ =
+ [EXPR]
+ a
+ [
+ [FACTOR]
+ 1
+ ]
+ [STATEMENT]
+ [MODIFICATION]
+ a
+ [FACTOR]
+ 1
+ a
+ [FACTOR]
+ 1_v
+ [STATEMENT]
+ [MODIFICATION]
+ a
+ [FACTOR]
+ 1_v
+ t
+ [STATEMENT]
+ [PRINT]
+ print
+ (
+ [SENTENCE]
+ [WORD]
+ a
+ )

```

```

=====以下是binary_search的程序源码=====
+ [PROGRAM]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENT]
+ [ASSIGNMENT]
+ a
+ =
+ [
+ [SENTENCE]
+ [WORD]
+ 1
+ ,
+ [SENTENCE]
+ [WORD]
+ 2
+ ,
+ [SENTENCE]
+ [WORD]
+ 3
+ ,
+ [SENTENCE]
+ [WORD]
+ 4
+ ,
+ [SENTENCE]
+ [WORD]
+ 5
+ ,
+ [SENTENCE]
+ [WORD]
+ 0
+ ,
+ [SENTENCE]
+ [WORD]
+ 7
+ ,
+ [SENTENCE]
+ [WORD]
+ 8
+ ,
+ [SENTENCE]
+ [WORD]
+ 9
+ ,
+ [SENTENCE]
+ [WORD]
+ 10
+ ]
+ [STATEMENT]
+ [ASSIGNMENT]
+ key
+ =
+ 2
+ [STATEMENT]
+ [OPERATION]
+ n
+ =
+ [EXPR]
+ [WORD]
+ [TERM]
+ [FACTOR]
+ a
+ )
+ [STATEMENT]
+ [ASSIGNMENT]
+ begin
+ =
+ 0
+ [STATEMENT]
+ [OPERATION]
+ end
+ =
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ n
+ [TERM]
+ [FACTOR]
+ 1
+ [STATEMENT]
+ [WHILE]
+ [CONDITION]
+ begin
+ <
+ =
+ end
+ [STATEMENTS]
+ [STATEMENTS]
+ [STATEMENT]
+ [OPERATION]
+ mid
+ =
+ [EXPR]
+ [TERM]
+ [TERM]
+ [FACTOR]
+ (
+ [EXPR]
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ begin
+ +
+ [TERM]
+ [FACTOR]
+ end
+ )
+ //
+ [FACTOR]
+ 2
+ [STATEMENT]
+ [IF]
+ [CONDITION]
+ a
+ [
+ [FACTOR]
+ mid
+ ]
+ =
+ key
+ [STATEMENTS]
+ [STATEMENT]
+ [OPERATION]
+ end
+ =
+ [EXPR]
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ mid
+ +
+ [TERM]
+ [FACTOR]
+ 1
+ [CONDITION]
+ a
+ [
+ [FACTOR]
+ mid
+ ]
+ =
+ key
+ [STATEMENTS]
+ [STATEMENT]
+ [OPERATION]
+ begin
+ =
+ [EXPR]
+ [EXPR]
+ [TERM]
+ [FACTOR]
+ mid
+ +
+ [TERM]
+ [FACTOR]
+ 1
+ [STATEMENTS]
+ [STATEMENT]
+ [BREAK]
+ break
+ [STATEMENT]
+ [PRINT]
+ print
+ (
+ [SENTENCE]
+ [WORD]
+ mid
+ )

```

两个程序的 print 结果以及对应的最后 v\_table 内容如下：

选择排序的结果：

```
[6.0, 5.0, 4.0, 3.0, 2.0, 1.0]
v_table: {'a': [6.0, 5.0, 4.0, 3.0, 2.0, 1.0], 'n': 6, 'i': 6.0, 'max_v': 1.0, 'i_v': 5.0, 'j': 6.0, 't': 1.0}
=====
```

二分查找的结果：

```
2.0
v_table: {'a': [1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0, 8.0, 9.0, 10.0], 'n': 10, 'i': 6.0, 'max_v': 1.0, 'i_v': 5.0, 'j': 6.0, 't': 1.0, 'key': 3.0, 'begin': 2.0, 'end': 3.0, 'mid': 2.0}
=====
```

## 5. 对 Lexer 程序定义的 token 规则的解释

```
tokens = [ 'VARIABLE', 'NUMBER', 'PRINT', 'WHILE', 'IF', 'ELSE', 'ELIF', 'FOR', 'BREAK', 'LEN' ]

literals = ['=', '+', '-', '*', '/', '(', ')', '{', '}', '<', '>', '!', '[', ']', ';', ':']

# Define of tokens

def t_BREAK(t):
    r'\break'
    return t

def t_FOR(t):
    r'\for'
    return t

def t_ELSE(t):
    r'\else'
    return t

def t_ELIF(t):
    r'\elif'
    return t

def t_IF(t):
    r'\if'
    return t

def t_WHILE(t):
    r'\while'
    return t

def t_LEN(t):
    r'\len'
    return t

def t_NUMBER(t):
    r'[0-9]+'
    return t

def t_PRINT(t):
    r'\print'
    return t

def t_VARIABLE(t):
    r'[a-zA-Z_]+'
    return t

# Ignored
t_ignore = " \t"

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
    t.lexer.skip(1)

lex.lex()
```

定义的 token 对应到待解析语句中的一些关键字如 len(), while, for 等的匹配和使用, literals 中定义了需要使用的标点符号。

## 6. Yacc 语法规则的设计

设计的语法规则展开后如下所示:

Grammar

```
Rule 0      S' -> program
Rule 1      program -> statements
Rule 2      statements -> statements statement
Rule 3      statements -> statement
Rule 4      statement -> assignment
Rule 5      statement -> operation
Rule 6      statement -> print
Rule 7      statement -> modification
Rule 8      statement -> iF
Rule 9      statement -> whileE
Rule 10     statement -> for
Rule 11     statement -> break
Rule 12     break -> BREAK statements
Rule 13     break -> BREAK
Rule 14     for -> FOR ( operation ; condition ; operation ) { statements }
Rule 15     condition -> VARIABLE > VARIABLE
Rule 16     condition -> VARIABLE < VARIABLE
Rule 17     condition -> VARIABLE > NUMBER
Rule 18     condition -> VARIABLE < NUMBER
Rule 19     condition -> VARIABLE <= VARIABLE
Rule 20     condition -> VARIABLE [ factor ] > VARIABLE
Rule 21     condition -> VARIABLE [ factor ] < VARIABLE
Rule 22     iF -> IF ( condition ) { statements }
Rule 23     iF -> IF ( condition ) { statements } ELIF ( condition ) { statements }
            ELSE { statements }
Rule 24     whileE -> WHILE ( condition ) { statements }
Rule 25     assignment -> VARIABLE = NUMBER
Rule 26     assignment -> VARIABLE = [ sentence ]
Rule 27     modification -> VARIABLE [ factor ] = VARIABLE [ factor ]
Rule 28     modification -> VARIABLE [ factor ] = VARIABLE
Rule 29     operation -> VARIABLE = expression
Rule 30     operation -> VARIABLE + +
Rule 31     expression -> expression + term
Rule 32     expression -> expression - term
```

Rule 33	expression -> term
Rule 34	expression -> VARIABLE [ factor ]
Rule 35	expression -> LEN ( term )
Rule 36	term -> term * factor
Rule 37	term -> term / factor
Rule 38	term -> term // factor
Rule 39	term -> factor
Rule 40	factor -> VARIABLE
Rule 41	factor -> ( expression )
Rule 42	factor -> NUMBER
Rule 43	print -> PRINT ( sentence )
Rule 44	sentence -> word , sentence
Rule 45	sentence -> word
Rule 46	word -> NUMBER
Rule 47	word -> VARIABLE

## 7. Translation 的关键部分逻辑设计

### (1) len()函数的求值和赋值

Rule 35	expression -> LEN ( <u>term</u> ) <sup>↵</sup>
Rule 36	term -> term * factor <sup>↵</sup>
Rule 37	term -> term / factor <sup>↵</sup>
Rule 38	term -> term // factor <sup>↵</sup>
Rule 39	term -> factor <sup>↵</sup>
Rule 40	factor -> VARIABLE <sup>↵</sup>
Rule 41	factor -> ( <u>expression</u> ) <sup>↵</sup>
Rule 42	factor -> NUMBER <sup>↵</sup>

求长度的部分规则在这，可以发现 term 最终可以归约到某一个变量或者数字上去。

```
arg0 = node.getchild(1).getvalue()
# len()
value = len(arg0)
```

对孩子结点取值计算长度就行了

### (2) 对变量进行数组类型赋值

规则如下

Rule 25      assignment -> VARIABLE = NUMBER↵  
 Rule 26      assignment -> VARIABLE = [ sentence ]↵  
 -----  
 Rule 44      sentence -> word, sentence↵  
 Rule 45      sentence -> word↵  
 Rule 46      word -> NUMBER↵  
 Rule 47      word -> VARIABLE↵

对应到 translation 的代码:

```
value_list = node.getchild(3).getvalue()
node.getchild(0).setvalue(value_list)
update_v_table(node.getchild(0).getdata(), value_list)
```

先把 list 从子结点的值中取出来, 然后再赋给变量, 更新 v\_table

(3) 给某一变量赋予数组的某一元素值

规则:

Rule 29      operation -> VARIABLE = expression↵  
 -----  
 Rule 34      expression -> VARIABLE [ factor ]↵  
 -----  
 Rule 40      factor -> VARIABLE↵  
 Rule 41      factor -> ( expression )↵  
 Rule 42      factor -> NUMBER↵

代码:

```
temp_l = v_table[node.getchild(0).getdata()]
num = int(node.getchild(2).getvalue())
value = temp_l[num]
```

获取 list 的变量名, 获取下标, 得到值, 然后赋给变量

(4) 自加符号

Rule 30      operation -> VARIABLE ++↵

```
value = v_table[node.getchild(0).getdata()]
value += 1
node.getchild(0).setvalue(value)
update_v_table(node.getchild(0).getdata(), value)
# print(v_table)
```

(5) 对数组某一元素值进行修改

规则:

Rule 27       $\text{modification} \rightarrow \text{VARIABLE} [\text{factor}] = \text{VARIABLE} [\text{factor}]$

Rule 28       $\text{modification} \rightarrow \text{VARIABLE} [\text{factor}] = \text{VARIABLE}$

代码:

```
# Modification
elif node.getdata() == '[MODIFICATION]':
    for c in node.getchildren():
        trans(c)
    if len(node.getchildren()) == 4:
        arg0 = v_table[node.getchild(0).getdata()]
        num1 = int(node.getchild(1).getvalue())
        arg1 = v_table[node.getchild(2).getdata()]
        num2 = int(node.getchild(3).getvalue())
        arg0[num1] = arg1[num2]
        update_v_table(node.getchild(0).getdata(), arg0)
    elif len(node.getchildren()) == 3:
        arg0 = v_table[node.getchild(0).getdata()]
        num1 = int(node.getchild(1).getvalue())
        value = v_table[node.getchild(2).getdata()]
        arg0[num1] = value
        update_v_table(node.getchild(0).getdata(), arg0)
```

主要依赖的还是子结点的传值和从 v\_table 获取变量值

(6) If 语句的解析

规则:

Rule 22       $\text{if} \rightarrow \text{IF} (\text{condition}) \{ \text{statements} \}$

Rule 23       $\text{if} \rightarrow \text{IF} (\text{condition}) \{ \text{statements} \} \text{ELIF} (\text{condition}) \{ \text{statements} \} \text{ELSE} \{ \text{statements} \}$

代码:



```

elif node.getdata() == '[If]':
    r'''if : IF '(' condition ')' '{' statements '}'
    | IF '(' condition ')' '{' statements '}' ELIF '(' condition ')' '{' statements '}' ELSE '{' statements '}' '''
    if len(node.getchildren()) == 2:
        children = node.getchildren()
        trans(children[0])
        condition = children[0].getvalue()
        if condition:
            for c in children[1:]:
                trans(c)
        else:
            children = node.getchildren()
            trans(children[0])
            trans(children[2])
            c1 = children[0].getvalue()
            c2 = children[2].getvalue()
            if c1:
                trans(children[1])
            elif c2:
                trans(children[3])
            else:
                trans(children[4])
                if children[4].getchild(0).getdata() == 'break' and children[4].getchild(0).getvalue() == False:
                    node.setvalue(False)

```

通过对子结点的 trans 调用, 判断是否满足条件, 决定执行哪一个分支,  
并视 break\_flag 的情况决定是否要 break

## (7) While 语句的解析

Rule 24     ~~while~~ -> WHILE (condition) { statements }

```

# While
elif node.getdata() == '[WHILE]':
    r'''while : WHILE '(' condition ')' '{' statements '}' '''
    children = node.getchildren()
    while trans(children[0]):
        trans(children[1])
        if break_flag is False:
            break

```

子结点不断递归调用, condition 判断是否满足, 看 break\_flag 决定是否终止。

## (8) For 语句的解析

Rule 14     for -> FOR (operation ; condition ; operation ) { statements }

```

# For
elif node.getdata() == '[FOR]':
    '''for : FOR '(' operation ';' condition ';' operation ')' '{' statements '}' '''
    children = node.getchildren()
    trans(children[0])
    # v=v_table[children[0].getchild(0).getdata()]
    while trans(children[1]):
        trans(children[3])
        trans(children[2])

```

按照正常 for 循环时的执行顺序写出对应代码即可，不多作赘述。

#### (9) Break 语句的解析

设置一个 break\_flag，当出现 break 时，就将该值由 True 改为 False，

然后让循环语句去判断是否要 break 即可。

```

elif node.getdata() == '[BREAK]':
    node.getchild(0).setvalue(False)
    node.setvalue(False)
    break_flag=False

```